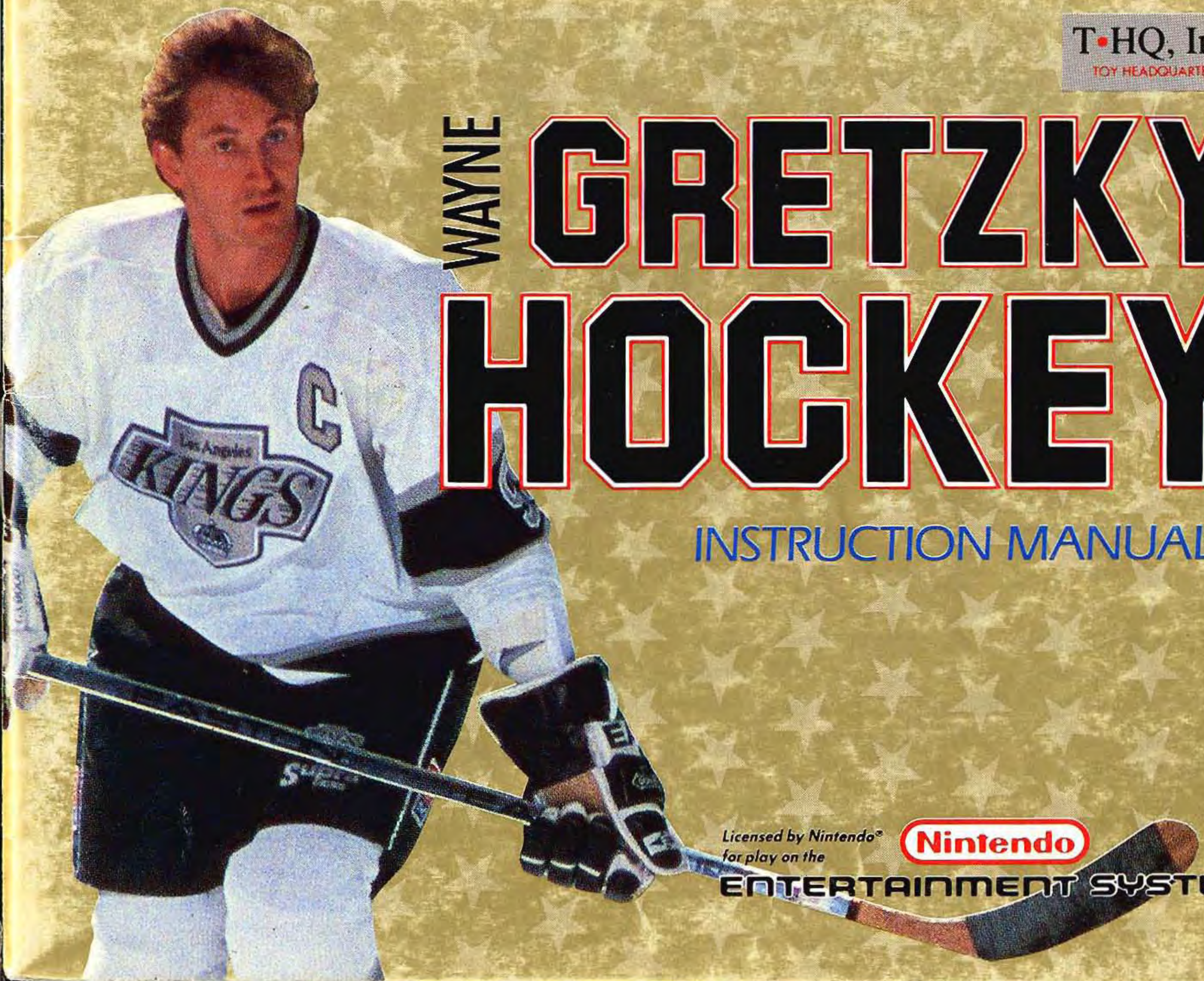
NES-ZY-USA-1

T•HQ, Inc.
TOY HEADQUARTERS

WAYNE GRETZKY HOCKEY™

INSTRUCTION MANUAL



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WAYNE GRETZKY HOCKEY™

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Game Pak (NES-GP)

Thank you for selecting the T.H.Q. INC. Wayne Gretzky Hockey Game Pak. Please read the instruction booklet to ensure proper handling of your new game.

Precautions

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

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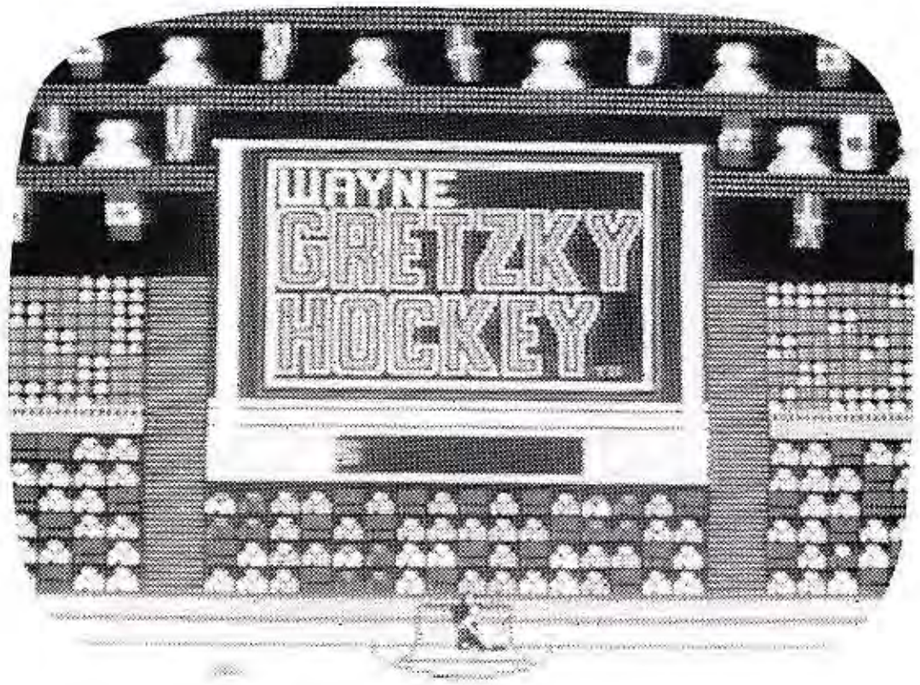
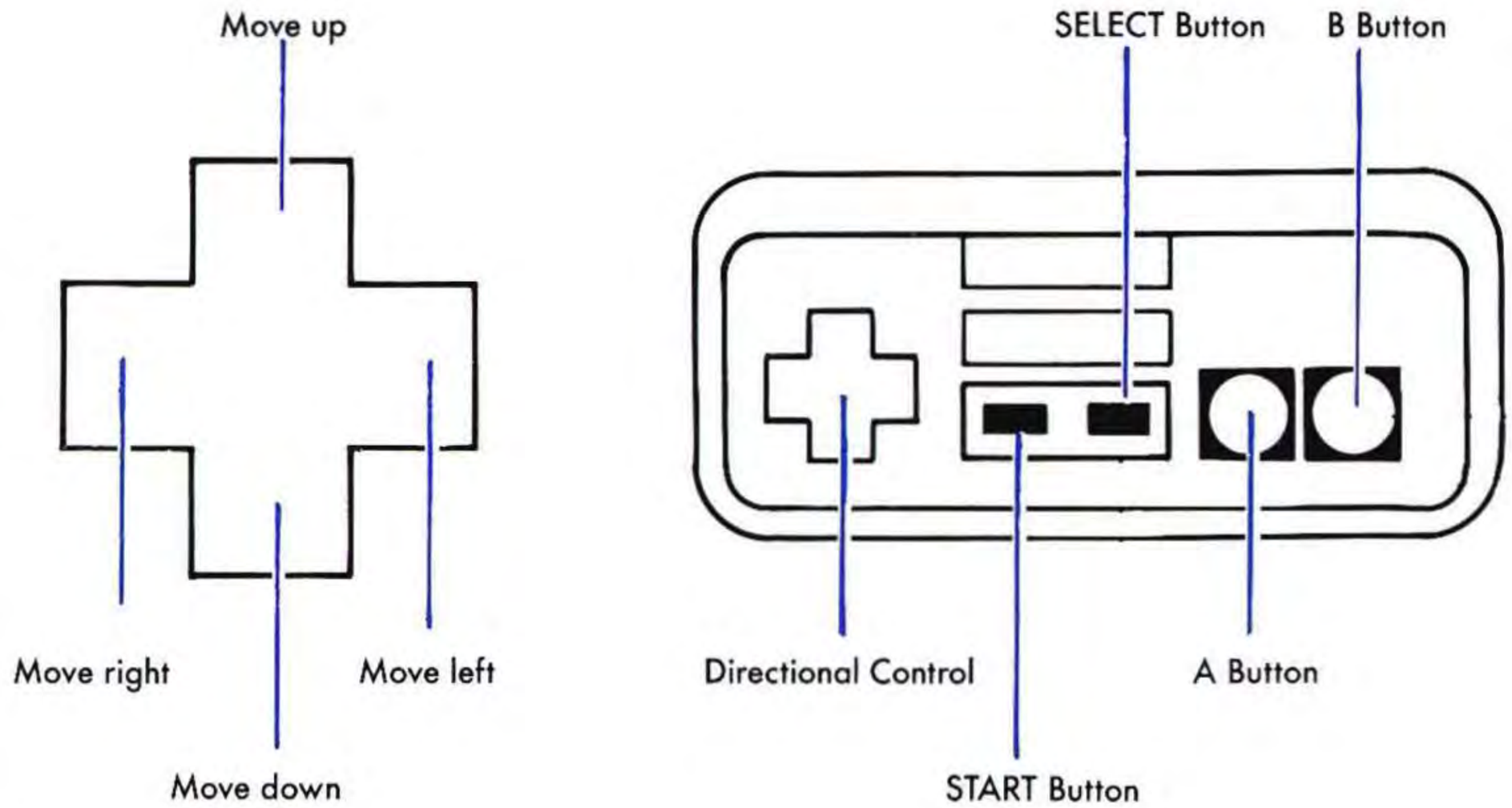


Introduction

Wayne Gretzky Hockey may be the closest you will ever get to playing professional ice hockey without actually being on the ice. Fast-paced skating, sudden scoring, hard checking, and penalties are all part of the game. You'll be an important member of your team. And whatever position you play, you'll have to play it well if you want your team to win.

How To Use The Controller



(Exploded View of Directional Control)

MENU SCREENS

A Button:	Press to select a desired option within menu sections or to select letters and teams in the "Enter Your Name" and "Team/Player" Menus.
Directional Control:	Press to choose letters in the "Enter Your Name" Menu.
B Button:	Press to return to a previous menu or to move back a letter if you make a mistake while entering your name.
SELECT Button:	Press to move between sections of a menu.
START Button:	Press to move to the next menu.

GAME SCREEN

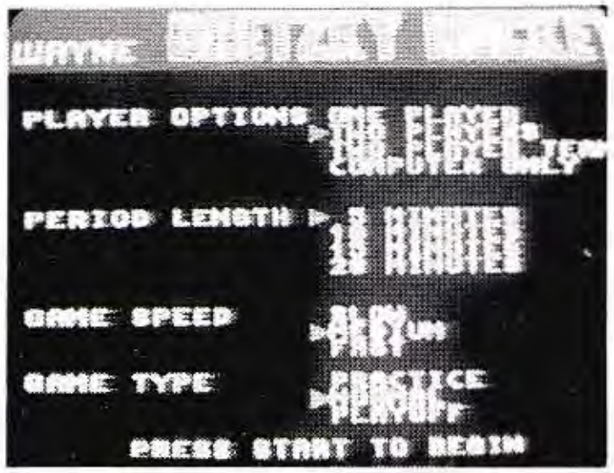
A Button:	Press to pass and shoot, or to hit the puck as soon as it appears in a face off. Press and hold to check an opposing player.
B Button:	Press to demand a pass from one of your players.
SELECT Button:	Press to change the player on your team that you control.
START Button:	Press to pause and resume the game.

How To Play The Game

Wayne Gretzky Hockey™ is played just like a real professional hockey game (if you need to learn about the rules of the game see the manual section entitled "A Brief Description of Hockey"). The realism and attention to detail in this program make it easy for the novice and the expert alike to appreciate the finer points of the sport while experiencing the excitement of being "on the ice." The unique style of individual player control allows you to skate and pass in any direction, knock opponents down, or grab and pin them to the boards. You can even switch control to another player on your team at any time during the action.

STARTING THE GAME

Insert the cartridge into your Nintendo Entertainment System® and turn the power on. You will see a Title Screen followed by the Menu Screen. This menu, which is shown, allows you to set up basic parameters of the game including; Player Option, Period Length, Game Speed, and Game Type.



MAIN MENU SCREEN

Press the A Button to move the arrows next to the desired option in the Player Option section of the menu. In the "One Player" mode, you play against the computer. In the "Two Players" mode, two players can play against each other. In the "Two Players Team" mode, you and another player can be teammates on the same team playing against the computer. In the "Computer Only" mode, you get to sit back and watch as the computer puts on a brilliant hockey exhibition for you.

After you have chosen the Player option, press the SELECT Button to move to the Period Length section. A normal hockey game is played in three 20 minute periods. However, you have the option of selecting 5, 10, 15, or 20 minute periods. Use the A Button to select the desired option.

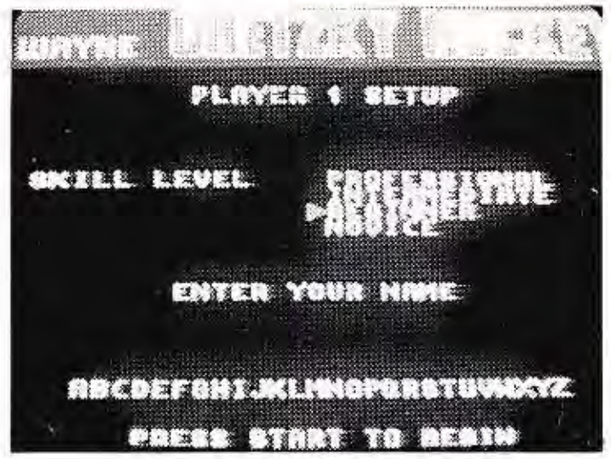
Press the SELECT Button again to move to the Game Speed section. The "Medium" setting is 25% slower that "Fast." Slow is considerably slower than "Medium" and is the best choice for beginning players. But remember, hockey is a fast sport! Once you have decided, make your selection using the A Button.

Press the SELECT Button again to advance to the "Game Type" section. In the "Practice" mode, each team has only one forward, two defensemen, and a goalie on the ice, and no players are sent off for penalties. In the "Normal" mode, you play a regular three period game. If the game is tied at the end of regulation time, there is a five minute sudden death overtime period. If there is no winner at the end of overtime, the game ends in a tie. The "Playoff" mode also allows you to play for three periods, but has an unlimited sudden death overtime period that continues until one team scores. There are no ties allowed! You select the desired "Game Type" option the same way as in the previous sections.

After you have completed all the Main Menu sections, press the START Button to advance to the Player 1 Set Up Menu. If you wish to return to the previous menu, press the B Button.

PLAYER 1 SET UP MENU SCREEN

This menu allows you to determine the skill level of Player 1's team and to enter your name. Press the A Button to move the arrows next to the desired skill level, and then press the SELECT Button to move to the Enter Your Name section. Use the Control Pad to move the arrow under a desired letter and press the A Button to enter that letter. If you make a mistake, press the B Button to move back a letter. When you are finished, press the Start Button to move the Team/Player section of the Player 1 Set Up Menu.



TEAM/PLAYER MENU SCREEN

This menu allows Player 1 to select the team he wishes to play on. Press the A Button to move the arrows next to the desired team. Then press the START Button to move to the Player 2 Set Up Menu.

PLAYER 2 SET UP MENU—(USE CONTROLLER #2)

This menu is identical to the Player 1 Set Up Menu and the process outlined above must be repeated on Player #2's Controller to select his/her desired options. If you selected the "One Player" option in the Main Menu, you must pick the Computer's Team (Note: when you are playing against the computer, you do not need to enter a computer name). If you selected the "Two Player" option, the second player must choose his/her own skill level and team. If you selected the "Two Player Team" option, the second player must enter his/her name and then select the Skill Level and Team for the computer. And if you selected the "Computer Only" option, choose both the Home and Visiting teams then sit back and watch the ensuing hockey game unfold!

After you have completed the Player 2 selection process, press the START Button to begin the game.

PLAYING THE GAME

The game is played just like real hockey. The following list contains the main Controller functions you will need to understand to play the game effectively.

Controlling Players: Use the Control Pad to move your player on the ice. You control the flashing player. (Note: Player 1's team starts on the left). To control another player on your team, press the SELECT Button until the player you want to use starts flashing. You now control that player.

Passing and Shooting: Press the Control Pad to indicate the puck direction, and press the A Button to hit the puck.

Demanding a Pass: If you want to force a pass from one of your teammates, press the B Button (be careful when you do this because an opposing player may steal the puck before the pass can be completed!).

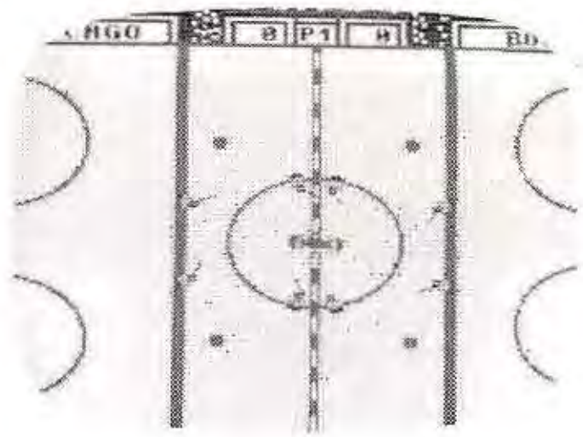
Face offs: As soon as the puck appears, press the A Button.

Checking Opponents: Move your player close to the opposing player and hold down the A Button (if you practice using a delicate touch, you will be able to check opponents without getting a penalty called against you).

Shoot on Goal: Move your player into position using the Control Pad, and shoot the puck by pressing the Control Pad in the direction you want to shoot while pressing the A Button.

THE GAME SCREEN

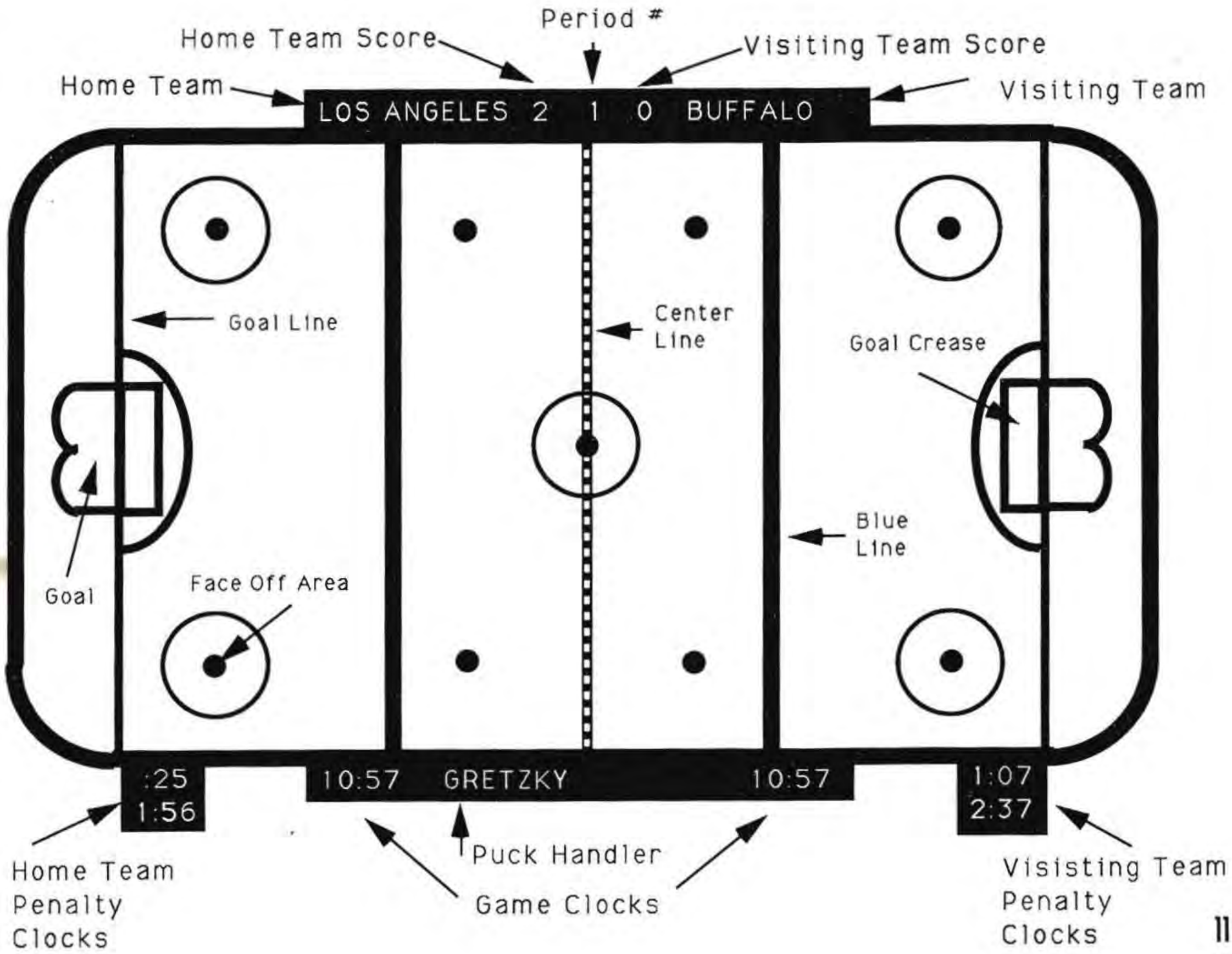
The game screen looks like a real hockey rink (there is a picture of the game screen on the facing page). For more detailed information about the hockey rink, read the manual section entitled "A Brief Description of Hockey."



At the top of the rink is a score board which lists from left to right; the Home Team, the Home Team's score, the period #, the Visiting Team's score, and the Visiting Team. At the bottom of the screen from left to right you will find; the Home Team Penalty Clocks (the first penalty received is listed at the top of the clock), a Game Clock, a screen which shows the name of the puck handler, another Game Clock, and the Visiting Team Penalty Clocks. Remember, this HomeTeam/ Visiting Team orientation of the rink is only valid for the First and Third periods of the game. In the Second Period, when the teams switch goals, all the information on the scoreboard also switches, so the Visiting Team information will then appear on the left of the screen.

THE ARENA SCOREBOARD

When either team receives a penalty, freezes the puck (ties up the puck to keep play from continuing), or scores a goal, the Game Screen switches to the Arena Scoreboard Screen which is just like the large instant replay viewing screens in many professional hockey arenas. If a penalty has been called the referee will be shown on the screen, followed by the call and the offending player (for a detailed description of hockey penalties, see the manual section entitled "A Brief Description of Hockey"). When a goal is scored, the word goal is brilliantly displayed on the screen.


Period #
Home Team Score
Visiting Team Score
Home Team
Visiting Team
LOS ANGELES 2 1 0 BUFFALO
Goal Line
Center Line
Goal Crease
Blue Line
Goal
Face Off Area
:25
1:56
10:57 GRETZKY 10:57
1:07
2:37
Puck Handler
Home Team Penalty Clocks
Game Clocks
Visisting Team Penalty Clocks

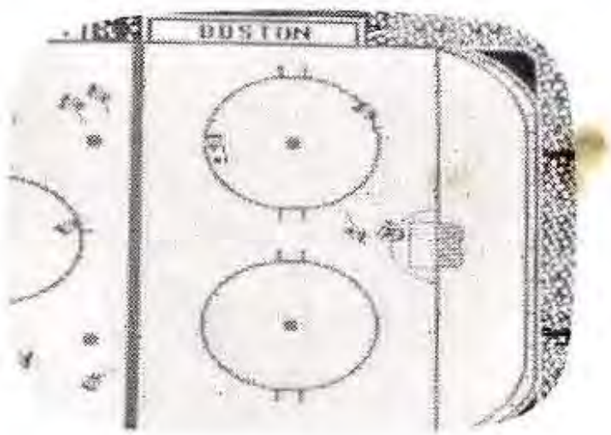
Hints And Suggestions

By far the most important suggestion is to practice. Don't be frustrated by the difficulty of play during the first ten minutes. Use the "Practice Game" option of the set up menu to reduce the teams to three players (plus the goalie) per team. This option allows you to practice skating, passing and shooting with minimal pressure from your opponent. In time, you will find player control much easier than it was at first. Be patient, no sports star has ever achieved greatness without practice!

If you watch the computer-controlled players' behavior, you can follow how each one plays his position. These players behave much like their real counterparts in professional hockey.

You can make the player you control skate anywhere on the ice. But remember, you teammates are counting on you to play your position as you are an important member of the team. If you play too far out of position, your teammates will not be as effective, and your team will not play well.

HINTS FOR CONTROLLING FORWARDS



When controlling a forward (right wing, left wing, or center), divide the rink lengthwise in three lanes. In general, the left wing will stay in the left lane, the center in the center lane, and the right wing in the right lane. Players may overlap into adjacent lanes, but not too far and not too often. On offense, forwards should stay in their lanes (with the exception of special plays) and use precise passing to work the puck toward the other team's goal.

On defense, each forward should cover their man to prevent him from receiving passes, and should attempt to steal the puck if their man has it. Centers cover the opposing center. Wings cover the opposing wings unless the puck is in their defensive zone (the zone their goalie is in). When in the defensive zone, wings cover the opposing defensemen.

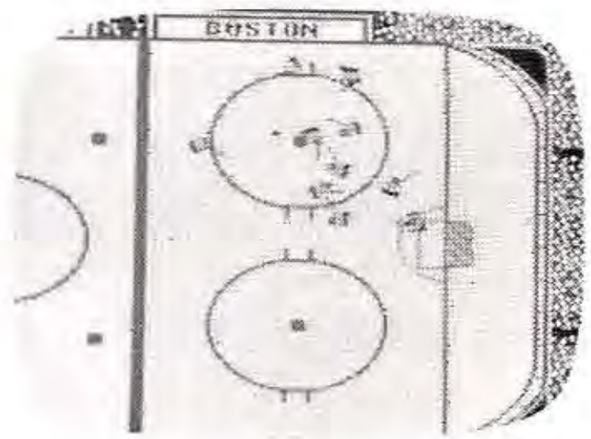
HINTS FOR CONTROLLING DEFENSEMEN

When controlling a defenseman, divide the rink lengthwise into two halves—left and right (guess which side the left defenseman plays!). The defensemen usually stay well behind the puck to guarantee they remain between the puck and their goal. This is particularly important when an opposing player unexpectedly steals or intercepts the puck and makes a sudden breakaway toward your goal.

On offense, defensemen stop sudden breakaways or loose pucks heading for their goalie. When in the attack zone (the zone the opposing goalie is in), defensemen try to keep the puck in that attack zone in order for their team to stay on the attack.

On defense, the defensemen stay between the puck and their goal at all times so that opposing players will not have a clear shot on goal. When an opponent approaches their goal for a shot, it is important that defensemen use any method they can to get the puck away from their goal. If an opposing player is being covered by another player, a defenseman must cover any other opposing players close to the goal who are open to receive a pass.

HINTS ON OFFENSIVE PLAY



The best hint is precise passing. Although in many cases you can fake out and skate around defenders, you will probably have far more success on offense if you pass frequently. A sudden pass to the opposite side of the net is the most likely way to score. When properly executed, the goalie will not have enough time to react leaving a gap where the shot can't be blocked.

If you have the puck, look for an open man. What is usually more effective (and more fun!) is letting a winger bring the puck in towards the net while you control the center. Position the center across the net from the wing and force a demand pass at the last moment. If you can keep your wits about you (no easy task!), blast the puck into the net as soon as you get it! This is called "one timing" the puck.

You will find that bringing the puck into the attack zone in the middle of the rink (referred to as the "high slot") will usually result in your player getting "creamed by both defensemen simultaneously. You will rarely get a good shot off this way. It is more effective for a winger to bring the puck in along the boards (the walls of the rink). When the opposing defenseman covers your wing, he leaves a gap in the high slot. This provides an opportunity for your center to receive a pass and shoot on goal.

In pro hockey, 9 out of 10 shots are blocked by the goalie. So, don't get frustrated that all of your great shots aren't going in. A team normally wins because it has a higher number of quality shots on goal. A quality shot is a shot aimed to the side of the goalie from close range. Taking many shots and being lucky helps, but concentrating on shooting precise shots results in the greatest chance of scoring. Equally important is looking for a deflected puck every time your team shoots on goal. If you are lucky, it could end up right in front of you. The goalie often falls while blocking the first shot, making it easier to score off the deflection. Hockey is a fast game, so it is important to keep your eyes open for any opportunity to shoot on goal.

HINTS ON DEFENSIVE PLAY

You cannot prevent the opposing team from shooting at your goal, but you can prevent them from making quality shots. The situation you most want to prevent is a "Breakaway." A Breakaway occurs when there is no one between the puck handler and your goalie. Breakaways and other good scoring opportunities for the opposing team usually happen when someone on your team is out of position. Players get out of position by going too far after the puck or the puck handler. The best way to prevent this is to use good judgment and to remember the position you are playing. Only go out of position if you are reasonably certain you will end up with the puck. It is better to let your opponent keep possesion of the puck than it is to give him the opportunity for a quality shot. Good defense means trying to get the puck while not getting out of position and always guarding your goal.

A Brief Description Of Hockey

Hockey is played by two opposing teams on an ice surface inside a rink. Each team is allowed six players on the ice at one time. During the game, players use hockey sticks to propel a puck across the ice. The object of the game is to shoot the puck into the opposing team's goal. A typical rink is shown in the center section of this manual.

THE HOCKEY RINK

The length of the ice hockey rink is divided by five lines. The center line is red with distinct markings and divides the rink into two equal halves. In the middle of the center line is a blue dot surrounded by a red circle. The initial "face off" at the beginning of the game takes place between two opposing players on this center spot. The remaining players on the ice must remain outside of the red circle.

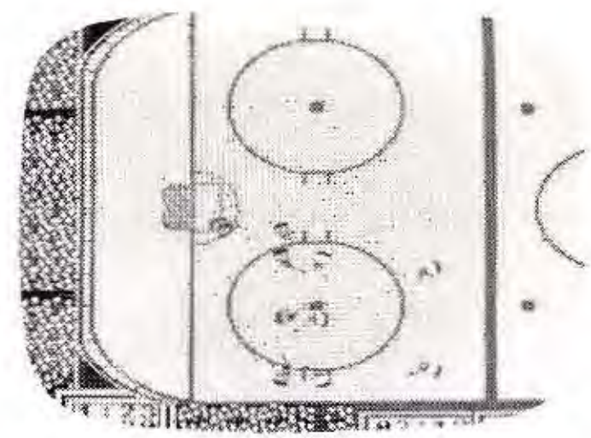
There are two blue lines to the right and left of the center line. The blue lines divide the rink into three zones. The middle zone is the neutral zone. The zones to the right and left of the neutral zone are the attacking and defensive zones. Which zone is which depends on which team is being referenced. In the diagram in the center of the manual, the Home Team's goal (the goal they are defending) is on the left. Your team's defensive zone is the zone which contains the goal you are defending and your attack zone is the zone which contains the goal you are attacking. Therefore, in the diagram, the Home Team's defensive zone is the far left zone and their attacking zone is the far right zone. The opposite is true for the Visiting Team.

The goal lines are red and are located at each end of the rink. The front of the goal rests on the goal line.

Directly in front of each goal is a rectangular area called the crease. The crease gives the goalie room to protect the goal. Attacking players are not allowed to stand in the crease.

FACE OFF SPOTS

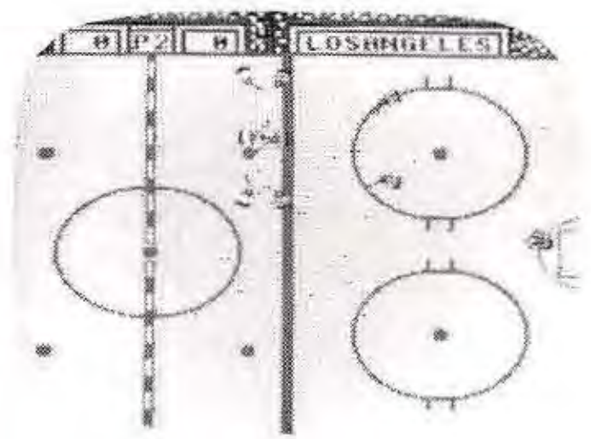
There are eight red face off spots in the rink. The face off spots in the attacking and defending zones are surrounded by red face off circles, while the face off spots in the neutral zone ar not. During face offs, players not directly involved in the face off must either be outside the face off circle or at least fifteen feet from the spot.



PLAYERS ON EACH TEAM

There are six players per team on the ice at one time. The positions in ice hockey are:

- Goalie
- Right Wing
- Left Wing
- Center
- Left Defense
- Right Defense



The right wing, left wing, and center are all forwards (attacking players) and generally skate the entire length of the ice in pursuit of the puck. The two defensive players, as their name suggests, play defense and normally skate in the defensive and neutral zones or near the rear of the attacking zone away from the goal. During plays on goal, the defensive players assist the forwards. If an opening occurs, however, defensive players will take a shot on goal.

PRINCIPLES OF PLAY

The puck must be kept in motion at all times. A team in possession of the puck in its own defensive area should always advance the puck towards the attacking zone, except when an advance is prevented by the opposing team.

The puck may be passed by any player to another player of the same team within one of the three zones (defensive, neutral, or attacking), but may not be passed forward from a player in one zone to a player in another zone (except by a player in his own defensive zone, who may make passes to the center line without incurring an off-side penalty).

In order for the puck to be passed from one zone to another, the puck must precede the player into that zone. A player is offside if he crosses a blue line into his attacking zone before the puck. If a player in the neutral zone is preceded into the attacking zone by the puck passed from the neutral zone, he is eligible to take posses-
sion of the puck anywhere in the attacking zone except where the "icing" rule applies.

ICING

If a player passes the puck from his half of the rink (the half containing the goal he defends) across the other team's goal line, then icing the puck is called and a face off takes place in the defensive zone of the team that committed the icing, except in the following cases:

- The team committing the icing has fewer players on the ice than the opposing team.
- The puck enters the opposing team's goal (the goal counts).
- The puck touches a member of the opposing team before it crosses the goal line
- The referee decides that the icing is unintentional (i.e. a missed pass, etc.).

PENALTIES

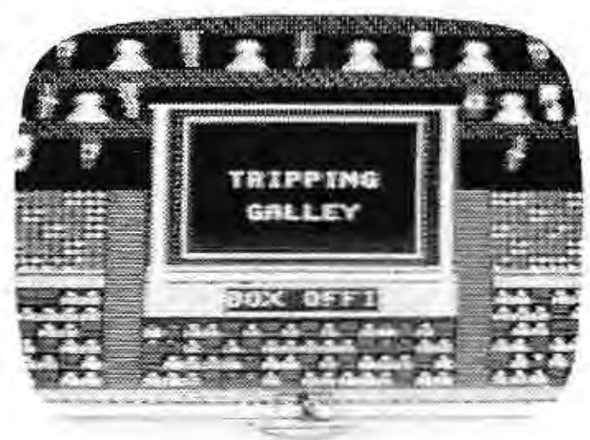
When a penalty occurs, the offending player is ruled off the ice for a specified length of time. The team must continue to play without the penalized player. If this causes the team to have fewer players on the ice than the opposition, the team is said to be short-handed. The time a player spends in the penalty box depends on the class of penalty. Wayne Gretzky Hockey simulates two classes of penalty.

- Major Penalties
- Minor Penalties

For a minor penalty, the player is ruled off the ice for two minutes. A major penalty causes the player to be ruled off the ice for five minutes. In both cases, no substitute player is permitted (Note: if a team is short-handed by one or more penalties, and the opposing team scores a goal, the first of such penalties expires).

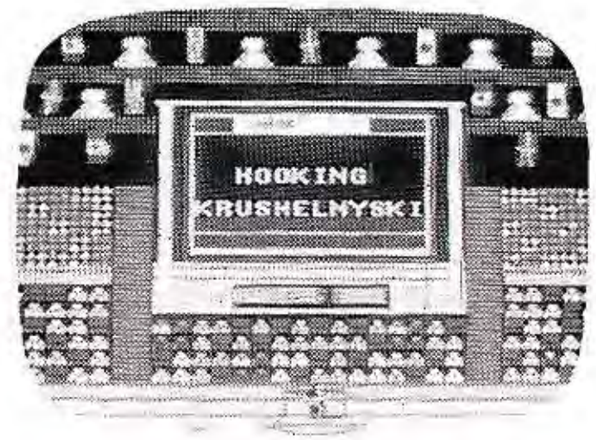
The following infractions cause a minor penalty:

1. ***Charging***—Taking more than two steps or strides and running into, jumping into, or ramming an opposing player.
2. ***Holding***—Holding the opposing player with hands, hockey stick, or in any other way.
3. ***Tripping***—Placing a stick, knee, foot, arm, hand, or elbow in such a manner that it causes the opposing player to trip or fall.



The following infractions cause either a minor or a major penalty, at the discretion of the referee:

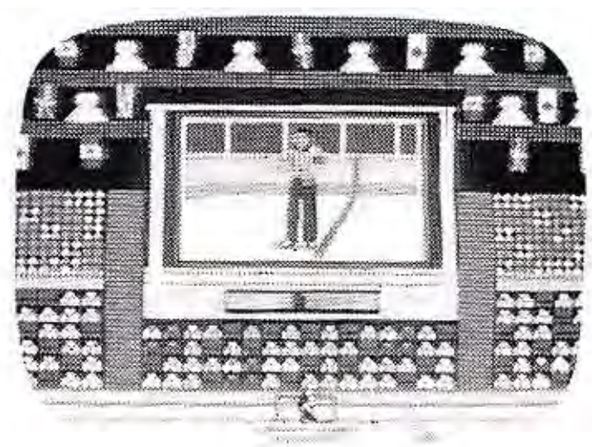
1. ***Cross Checking***—Delivering a check with both hands on the stick and no part of the stick on the ice.
2. ***Elbowing***—Positioning an elbow or a knee such that it, in any way, fouls an opponent.
3. ***High Sticking***—Carrying the hockey stick above the normal height of the shoulder.
4. ***Hooking***—Impeding, or attempting to impede the progress of an opposing player by hooking with a hockey stick.
5. ***Roughing***—Being unnecessarily rough with the opposing player.
6. ***Slashing***—Impeding, or seeking to impede the progress of an opposing player by slashing with a hockey stick.



Generally, if the referee believes the offending player was attempting to injure the opposing player, a major penalty is assessed.

The following infranction causes a major penalty:

1. ***Spearing***—Stabbing or attempting to stab an opposing player with the stick blade. Spearing includes all cases when a spearing gesture is made, even if bodily contact does not take place.



90-day Limited Warranty

90-DAY LIMITED WARRANTY:
T.HQ., Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T.HQ. will repair or replace the PAK, at its option, free of charge.

For game or technical information please call: 1-818-591-1310

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the T.HQ. Consumer Service Department of the problem requiring warranty service by calling: 1-818-591-1310. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the T.HQ. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY.
If the PAK develops a problem after the 90-day warranty period, you may contact the T.HQ Consumer Service Department at the phone number noted. If the T.HQ service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to T.HQ, enclosing a check or money order for $10.00 payable to T.HQ Inc. T.HQ will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL T.HQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U. S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

ATTENTION

NES Wayne Gretzky Hockey uses new programming techniques which may cause multi-colored lines to appear at the top of some television screens. This is not a defect. It is merely a side effect of using these programming techniques.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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T•HQ, Inc.

TOY HEADQUARTERS

Wayne Gretzky Hockey™
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